



CHANGE IN REALITEE

CHALLENGE D: IMPROVISATIONAL

RESEARCH / STORY DEVELOPMENT / IMPROVISATIONAL ACTING
TEAMWORK / PRESENTATION SKILLS AND TECHNIQUES / CREATIVITY /
CRITICAL THINKING / COMMUNICATION / COLLABORATION

POINTS OF INTEREST

- Create a 5-minute improvisational skit about life after a dramatic change and how the characters adapt to this change.
- Learn about different communication techniques and integrate one into the skit
- Use only white t-shirts, washable markers and team members to create all costumes, sets and props
- Create a slogan from three randomly selected nouns
- Use idea-creation and idea-directing tools to develop and choose options

STEM CHALLENGE ATTRIBUTES

- Use mathematical concept of probability when improvisational elements are selected
- Learn and use communication techniques
- Use technology to perform research

TEAMS

In order to successfully solve this Challenge, teams must read and follow:

- Team Challenge
 - A. The Central Challenge (300 points)
 - B. Special Rules for Improvisational Challenges
 - C. Reward Points
 - D. At the Tournament
- Rules of the Road
- Published Clarifications
(online at DestinationImagination.org)

The information in these materials is binding for all teams.

TEAM MANAGERS

Recommended Resources:

- Roadmap
- Instant Challenge Practice Set
(available online in the Resource Area at DestinationImagination.org)
- Travel Guide for Teams (available online after Jan. 1, 2013)
- www.facebook.com/destinationimagination
- www.twitter.com/idodi
- Training at www.diuniversity.org

TEAM CHALLENGE OVERVIEW

Time Limit

Before the Presentation Time begins, the team will have five minutes to create and prepare an Improvisational Skit that integrates three (3) Improv Elements. The team will have one additional minute to decide how to integrate one (1) other Improv Element into their Skit. The team will then have a maximum of five minutes in which to present its Skit.

Roadmap for Success

This Challenge can be solved on many levels, ranging from the simple to the complex. There are different ways to be creative. Please approach this Challenge in the true spirit of Destination Imagination: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See Rules of the Road.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

Team Number

Teams and individuals using these Program Materials must hold a 2012-13 Team Number. The Destination Imagination Team Number is a license to compete in sanctioned tournaments and/or to use the Program Materials for educational purposes within your team, school, group, or organization. Online access to Program Materials for teams who have purchased Team Numbers is on DestinationImagination.org.

- My 2012-13 Team Number is:
— — — — —
- My team is planning to compete in a sanctioned tournament.
- I have registered for that tournament with the:
 - Regional Director
 - or-
 - Affiliate Director

A. CENTRAL CHALLENGE (300 PTS)

Intent of the Challenge: The team will prepare an original Improvisational Skit of five minutes or less during a Preparation Time immediately prior to the team's Presentation Time. The Preparation Time will take place at the Presentation Site where the team can be observed by the audience and Appraisers. During this Preparation Time, the team will have up to five minutes to determine how they will integrate three (3) Improv Elements: **a Dramatic Change, a Communication Technique, and Creativi-Tees**. The team will then have up to one minute to integrate one (1) Improv Element, **the Slogan**.

1. Skit:

- a. The team will create and perform an original Improv Skit about life after a Dramatic Change and how the character(s) adapt to the Dramatic Change.
- b. For the purpose of this Challenge, the team's Improvisational Skit may be set in any location, real or imaginary, and in any time period. There are no restrictions on any of the character(s).
- c. The team will receive points for the creativity of the Skit and for a clearly developed story that integrates all four (4) Improv Elements.

2. The Following Improv Elements must be included in the team's Skit:

- a. **Required Improv Element 1: Dramatic Change**
 - i. At the tournament, the team will randomly select a tournament-supplied slip of paper that indicates the Dramatic Change. The team must demonstrate what life is like after the Dramatic Change occurs and must show how the character(s) adapt to the Dramatic Change.
 - ii. The team will receive points for the effectiveness of the portrayal of life after the Dramatic Change and for the creativity of how the character(s) adapt to life after the Dramatic Change. An example of a dramatic change is: "There is no moon."
- b. **Required Improv Element 2: Communication Techniques**
 - i. Before the tournament, the team will review the twelve Communication Techniques

listed in Table 1 and identify six (6) of them to research. The team will list the six chosen Communication Techniques on the Tournament Data Form found at the end of this Challenge and bring it with them to the tournament. The team must be prepared to integrate research from any of the six Communication Techniques into their Skit.

Table 1 - Communication Techniques

Debate	Slideshow (such as with an imaginary film projector or computer*)
Text Messaging/ E-mail	Door-to-Door Sales Presentation
Interpretive Dance	Song
CB Radio	Play-by-Play Sports Commentary
Commercial	Panel Discussion
News Show	Poetry

* Real film projectors or computers will not be allowed, as they are not on the list of materials for this Challenge.

- ii. At the tournament, the team will randomly select one Communication Technique, which will be revealed to them at the Presentation Site. The Communication Technique does not have to be presented throughout the entire Presentation, however, it must be depicted long enough so that it is evident and very obvious to the Appraisers that the team has presented it.
 - iii. The team will receive points for evidence of research about the Communication Technique, the effective portrayal of the Communication Technique and the integration of the Communication Technique into the Skit.
- c. Required Improv Element 3: Creativi-Tees**
- i. Teams will bring to the tournament up to eight (8) plain white t-shirts, and up to sixteen (16) washable markers, in any colors the team chooses. During both the Preparation Time and Presentation Time, the team may use the washable markers and t-shirts to create costumes, sets, props etc. The number of t-shirts (up to 8) integrated into the team's Presentation is a team decision.

- 01. The t-shirts must be carried, not worn, into the Presentation Site before the Preparation Time. Any bags, wrappers or containers the shirts or markers are brought in may not be used in any way as part of the solution. Price tags must be removed from the shirts.
 - 02. The plain white t-shirts can be any sleeve length, neck shape or size. They must be clean and unmarked, in their original unaltered condition with no text, logos or other pre-printing or color. The t-shirts may have their tag or tagless brand name on them, but these cannot be used in any way as a part of the solution. They must have no tears, rips or holes.
 - 03. The t-shirts may be marked with the markers, but they must not be torn or ripped during the Preparation Time or during the Presentation Time. Only the plain white t-shirts can be marked with the markers during the Presentation. The markers cannot mark street clothes, the walls, floors or anything else besides the t-shirts. The markers cannot be used as props during the Skit.
- ii. The team must bring protective floor covering(s) to place in the Start Area. The floor covering(s) may not be used in any way in the team's Presentation. The floor covering(s) may be any size and made of any material as long as it is large enough to accommodate at least one t-shirt. All t-shirts that are marked on the floor must be done on the team-supplied floor covering(s). When the team finishes its Skit, team members must remove their floor covering(s) from the Presentation Site. It is the intent of this Challenge that the covering(s) will protect the site and ensure that all teams begin with a clean Start Area.
 - iii. If team members wish to place t-shirts on the floor for further marking during the Presentation, they must return to the Start Area and do it on the team-supplied floor covering. T-shirts may also be marked on while being worn by team members. Incidental bleed-through onto street clothes that is not incorporated into the Skit will not

be considered intentional use of markers on street clothes.

- iv. The team will receive points for the creative use of t-shirts and for how well the t-shirts are integrated into and enhance the Skit.

d. **Required Improv Element 4: Slogan**

- i. In the Prep Area, the team will randomly select, from a tournament-supplied container, three nouns written on slips of paper. The team will give the slips of paper to the Prep Area Appraiser without looking at them.
- ii. At the Presentation Site, after the Preparation Time, the Announcer will reveal the three selected nouns to the team. The team will then have one minute before their Skit begins to create a Slogan to be used during their Skit, incorporating these nouns along with any other words they choose. For the purpose of this Challenge, a Slogan is a sentence.

01. For example: If the Dramatic Change is “There is no moon” and the words selected are Cat, Fork, and Football the team might create the Slogan: “The cat awoke to see no moon, so stuck the fork in the football to make it glow.”

- iii. At the end of the one minute, the team must tell the Announcer what their Slogan is so that the Appraisers know what to listen for.
- iv. The team will receive points for how relevant the Slogan is to life after the Dramatic Change, for the effective integration of the Slogan into the Skit and for the creativity of the Slogan.

3. **Teamwork:** A well-crafted Improvisational Skit requires great Teamwork. Teamwork is scored from the time the team enters the Presentation Site. The team will receive points for how well the entire team works together.

4. **Overall Presentation:** The team will also receive points for a well-integrated and executed Overall Presentation.

5. **Team-Supplied Items:** The materials listed in A.5.a-e are the only items that the team may bring to the tournament.

a. **Forms:** The team should prepare and bring five copies of the Tournament Data Form and one copy of the Declaration of Independence (found in Rules of the Road) to the Prep Area. See the Tournament Data Form at the end of the Challenge for specific instructions.

b. **Team Identification Sign:** Your team should provide a free-standing Identification Sign (ID Sign) displaying your Team Name, School/Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (.61m x .91m) and cannot be used as a scoring element. The sign will be used only for the purpose of identifying your team during your Skit. Your team will not receive a deduction if you do not provide a sign, but it will help the Appraisers and the audience to know who is performing.

c. **Research Notes:** Research notes created by the team prior to the tournament may be used as reference materials in the Start Area during the creation of the Skit. Research notes may be hand-written, typed by the team, photocopied, or electronically duplicated. The following are not considered research notes and will NOT be allowed in the Start Area: books, laptop computers, recorded music, pre-written music, pre-written scripts, pre-written jokes, pre-cut templates or models, drawings and team-generated lists of ideas for scenarios, characters, etc. Teams will not be allowed to use research notes of any kind that were created by the team prior to the tournament during the performance of the Skit. At the tournament, research notes may only be used during the Preparation Time. Teams must leave their research notes in the Start Area after their Preparation Time and they must pick up their notes after they have finished talking with the Appraisers after their Skit.

d. T-shirts and markers as described in A.2.c.

e. A copy of this Challenge may be brought to the Presentation Site. It must be without team notes.

f. Teams CANNOT bring previously prepared physical props, scenery and/or wear or bring costumes to use in the Improvisational Challenge. A costume is anything that has been worn or altered with a specific solution in mind prior to the tournament. Graphics on shirts or other clothing are acceptable, as long as they do not contribute in any way to the Challenge solution.

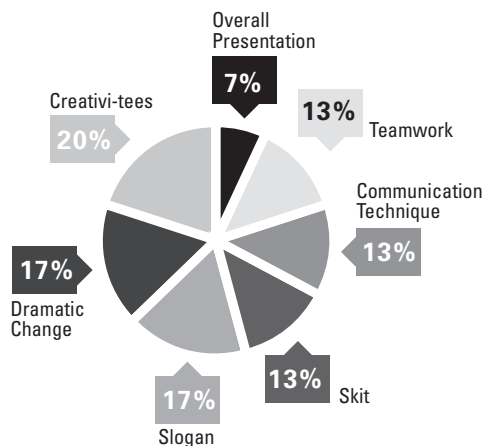
B. SPECIAL RULES FOR IMPROVISATIONAL CHALLENGES

1. **Honoring the Intent of this Challenge:** The intent of this Challenge is to create a unique Improvisational Skit based on the specific combination of Elements selected at the tournament. Prior to the tournament teams are encouraged to prepare for the many possible combinations of Improv Elements they may receive by creating different scenarios, experimenting with the materials, creating potential characters, and mixing and matching the various Improv Elements in practice sessions. It is expected that teams will choose to use and include some of the ideas that come from their practice sessions when combining the Improv Elements chosen randomly at the tournament into their unique Skit. As long as the team does not bring their ideas for scenarios, potential characters, etc. into the Preparation Area in written form, using the ideas is acceptable and is in keeping with the intent of the Challenge.
2. If a team moves on to another level of tournament and by chance selects one or more of the same Elements, they are encouraged to create another original solution, but no deduction will be taken if they reuse parts of an earlier solution.
3. **Expense Report:** No Expense Report form is required for this Challenge.
4. **Clothing and Accessories:**
 - a. Items of clothing worn by the team may not be used as a part of the Skit. The only exceptions are the plain white t-shirts brought for Improv Element 3.
 - b. Jewelry, hair accessories, watches, glasses, or items from the team members' pockets may not be used as props or be incorporated in any manner in the Skit. Team members may wear wristwatches for time management. The wristwatch can be worn during the Skit but it may not be incorporated into the solution in any way. The only "official time" is that kept by the Timekeeper/Announcer, and these official times are final.

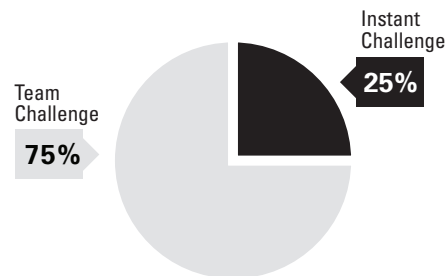
C. REWARD POINTS

ELEMENT		POINTS	DETAILS
Central Challenge		Up to 300	A
1	Skit	Up to 40	
	a. Creativity of the Skit	Up to 20	A.1.c
	b. A clearly developed story that integrates all four (4) Improv Elements	Up to 20	A.1.c
2	Improv Element 1: Dramatic Change	Up to 50	
	a. Effectiveness of portrayal of life after the Dramatic Change	Up to 25	A.2.a.ii
	b. The creativity of how the character(s) adapt to life after the Dramatic Change.	Up to 25	A.2.a.ii
3	Improv Element 2: Communication Technique	Up to 40	
	a. Evidence of research about the Communication Technique	Up to 15	A.2.b.iii
	b. Effective portrayal of the Communication Technique	Up to 10	A.2.b.iii
	c. Integration of the Communication Technique into the Skit	Up to 15	A.2.b.iii
4	Improv Element 3: Creativi-Tees	Up to 60	
	a. Creative use of t-shirts	Up to 30	A.2.c.iv
	b. How well the t-shirts are integrated into and enhance the Skit	Up to 30	A.2.c.iv
5	Improv Element 4: Slogan	Up to 50	
	a. How relevant the Slogan is to life after the Dramatic Change	Up to 15	A.2.d.iv
	b. Effective integration of the Slogan into Skit	Up to 25	A.2.d.iv
	c. Creativity of the Slogan	Up to 10	A.2.d.iv
6	Teamwork	Up to 40	
	a. How well the entire team works together	Up to 40	A.3
7	Overall Presentation	Up to 20	
	a. Well integrated and executed Overall Presentation	Up to 20	A.4

CENTRAL CHALLENGE SCORING AT A GLANCE



PUTTING IT ALL TOGETHER



D. AT THE TOURNAMENT

1. **Prep Area:** The team will arrive at the Prep Area twenty minutes before their scheduled Presentation Time. The Prep Area Appraiser will check to see whether the team has their required items. At this time, the team will select the Improv Elements that it will integrate into its Skit.
 - a. **Selecting for Required Improv Element 1: Dramatic Change:** The team will randomly select a tournament-supplied slip of paper and hand it, without looking at it, to the Prep Area Appraiser. The paper will indicate the team's Dramatic Change.
 - b. **Selecting for Required Improv Element 2: Communication Technique:** The team will randomly draw one separate tournament-supplied slip of paper to determine the Communication Technique
 - i. These selections will be revealed to the team when their Preparation Time begins, six (6) minutes before their Presentation Time begins.
 - c. **Selecting for Required Improv Element 4: Slogan:** The team will randomly select three (3) slips of paper and will hand the slips of paper to the Prep Area Appraiser without looking at them. These slips of paper will indicate the three nouns the team must incorporate into their Slogan. The three nouns will be revealed to the team one minute before the team's Presentation Time begins. The team has one (1) minute to create a Slogan that incorporates these nouns along with any other words they choose.
2. **At the Presentation Site:**
 - a. The minimum required overall size of the Presentation Site is 8ft deep x 10ft wide (2.44m x 3.05m), but the team may use any additional space that tournament officials designate as available.
 - b. The team may not attach items to walls or use any items that happen to be at the Presentation Site.
 - c. A part of the Presentation Site will be marked off to designate the Start Area. Once the Skit begins, the Start Area may be used as part of the Presentation Site.
3. **Preparation Time**
 - a. The Timekeeper/Announcer will introduce the team to the audience. At this time the Improv Elements will be read to the team, except Improv Element 4. The Timekeeper/Announcer will then signal the team to begin their five-minute Preparation Time.
 - b. The team will be told to "BEGIN" their Preparation Time. The team will have exactly five (5) minutes to create an original Skit that includes Improv Elements 1, 2 and 3. Teams do not have to use the entire five-minute Preparation Time. If a team signals the Timekeeper/Announcer prior to the end of the five minutes that they are ready to receive Improv Element 4 and begin their final one minute of Preparation Time, the Timekeeper/Announcer will ask the team to confirm they are ready.
 - c. At the end of five minutes, time will be called and the team will stop working. At this time, the team will be given Improv Element 4, the Slogan. The Timekeeper/Announcer will read the three nouns that the team must incorporate into their Slogan. The team will have exactly one (1) minute to create their Slogan and determine how they will incorporate it into their Presentation. Teams do not have to use the entire one-minute Preparation Time. If a team signals the Timekeeper/Announcer prior to the end of the one minute that they are ready to begin their Skit, the Timekeeper/Announcer will ask the team to confirm they are ready. At the end of the one minute, the team must tell the Timekeeper/Announcer what their Slogan is so that the Appraisers know what to listen for.
4. **When Preparation Time Ends:** At the end of the team's final one minute of Preparation Time, time will be called and the team will stop working. All research notes will be placed in a designated location at the Presentation Site and may not be used during the Skit. The Timekeeper/Announcer will tell the team to BEGIN their Skit. At the end of five minutes, time will be called and the team will stop, even if their Skit is incomplete. After the Skit, the team may collect their research notes and remove their protective covering from the Start Area.

TOURNAMENT DATA FORM / CHALLENGE D: CHANGE IN REALITEE

Team Name: _____ Team Number: ____ - ____ - ____ - ____

School/Organization: _____ Level: EL ML SL C&UL

To our Teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: Required Paperwork and Materials

At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

Your team needs:

- FIVE copies** of this completed one-page Tournament Data Form.
- TWO copies** of the completed Declaration of Independence. Blank copies of this form can be found in Rules of the Road. One copy of this form is for your Team Challenge. The other copy is for you to take to Instant Challenge.
- One clean copy** of the Challenge (Optional)
- Published Clarifications:** We have read and are aware of the Published Clarifications on DestinationImagination.org.
- Team Identification Sign:** This will tell the Appraisers and the audience who you are. The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft. x 3ft. (0.6m x 0.9m) displaying your Team Name, Team Number, School/Organization (if different from Team Name), and Level.
- Up to eight (8) plain white t-shirts**, any sleeve length, with no pre-printed words (other than the printing of a 'tagless' imprint), or pre-printed or woven pictures, patterns or designs
- Up to sixteen (16) washable markers**, any color
- Team-provided floor covering to place at the Start Area.

PART TWO:

Please list the six categories of Communication Techniques you have chosen from Table 1 to research.

1.
2.
3.
4.
5.
6.